[0050] **FIG. 20** is a flowchart showing a process of a main controller;

[0051] **FIG. 21** is a flowchart showing a process of a main controller;

[0052] **FIG. 22** is a flowchart s&owing a process of a main controller;

[0053] **FIG. 23** is a flowchart showing a process of a main controller;

[0054] **FIG. 24** is a flowchart showing a process of a main controller;

[0055] **FIG. 25** is a flowchart showing a process of a main controller;

[0056] **FIG. 26** is a flowchart showing a stopping control table selection process;

[0057] **FIG. 27** is a flowchart showing a process of a sub controller;

[0058] **FIG. 28** is a flowchart showing a process of a sub controller;

[0059] **FIG. 29A** is a flowchart showing a inserted medals update process;

[0060] **FIG. 29B** is a flowchart showing a bet medals determination process;

[0061] **FIG. 29C** is a flowchart showing total bet medals update process;

[0062] **FIG. 29D** is a flowchart showing a total paid update process;

[0063] **FIG. 30** is a flowchart showing a ceiling indicator indication process;

[0064] **FIG. 31** is a flowchart showing a ceiling-AT start check process;

[0065] **FIG. 32** is a flowchart showing a ceiling start-value selection process;

[0066] **FIG. 33** is a flowchart showing a ceiling-AT execution process;

[0067] **FIG. 34** is a flowchart showing a pushing order notification process;

[0068] **FIG. 35** is a flowchart showing a ceiling-AT implementation sampling process;

[0069] **FIG. 36** is a diagram explaining a panel display unit;

[0070] **FIG. 37** is a diagram explaining an arrangement of the panel display unit;

[0071] **FIG. 38** is a diagram explaining an LCD shutter that can conceal an arbitrary position;

[0072] **FIG. 39** is a diagram explaining an LCD shutter that can conceal a prescribed position;

[0073] **FIG. 40** is a diagram explaining an LCD shutter that can conceal a prescribed position;

[0074] **FIG. 41** is a diagram explaining an example of structure of a mechanical shutter;

[0075] **FIG. 42A** is a diagram explaining an example of structure of a mechanical shutter; and

[0076] **FIG. 42B** is a diagram explaining an example of structure of a mechanical shutter.

DETAILED DESCRIPTION OF THE INVENTION

[0077] The gaming apparatus of the present invention comprises a variable display unit configured to variably display a plurality of symbols, a front side display unit located in front of the variable display unit and configured to enable viewing of the symbols displayed by the variable display unit, a concealing unit located between the variable display unit and the front side display unit and configured to temporarily conceal The display of the variable display unit, an internally winning prize determiner configured to determine an internally winning prize, a stopping controller configured to stop the varying of display of the variable display unit based on a result of determination by the internally wining prize determiner, and wherein, a prize is awarded if a stopped state displayed on the variable display unit, which is caused by the stopping controller, matches a prescribed stopped state.

[0078] In other words, since the concealing unit which temporary conceals the display of the variable display unit is located between the variable display unit configured by a plurality of spinning reels and the like for displaying the symbols, and the front display unit for displaying a certain object including an image and an equivalent of a lamp, the symbols of the variable display unit is not viewed and thus only the objects displayed on the front display unit can be viewed if a certain position is concealed by activation of the concealing unit.

[0079] On the other hand, if the concealing unit is not activated, the symbols of the variable display unit are viewed, and for example, the symbols of the variable display unit can be clearly displayed if no objects are displayed on the front display unit.

[0080] As described above, according to the gaming apparatus, objects can be displayed using either the front display unit or the variable display unit on a case-by-case basis so that the recognition of the objects by the player is increased drastically.

[0081] It is feasible that the concealing unit comprises a shutter which can conceal an arbitrary position. It means that an image displayed on the front display unit can be distinguished if only the rear side of the image is concealed and viewing of the variable display unit is enabled on an area where the image is not displayed.

[0082] It is also feasible that the shutter comprises a panel configured by a liquid crystal display or a transparent electronic luminescent display. In this case, a thin and compact structure of the shutter can be achieved. Further, since a motion animation can also be displayed, various information can be displayed.

[0083] Further, the concealing unit may comprise a shutter which can conceal a in prescribed position. In other words, a window is set to enable viewing of only the symbols of the variable display unit and to conceal the display other than the window. In this case, a medical type of the shutter, which comprises a slidable non-transparent sheet may also be realized.